

Software Release Notes – Release 1.7

Welcome to the release notes for Fire in the OR™! Below is a list of new features, improvements, fixes and known issues with version 1.7, released on September 17, 2019.

Fixes

- Fixed an issue that caused the Report and Issue button to fail on submission

Known Issues

- WMR controllers can go to sleep quickly, leading to issues with their apparent position in VR during the onboarding sequence
 - This doesn't keep the user from completing the onboarding and the problem will be corrected when the user starts the Fire in the OR tutorial in VR.
- WMR headsets can lose track of where they are in the room, leading to a 3 degree-of-freedom experience when putting them on
 - If this happens, try taking off the headset, moving to the middle of the room play area and turning the headset in all directions, including up and down. Then put on the headset. It should regain its bearings.
- In some rare instances, Steam and therefore Fire in the OR may not be able to detect controllers even though WMR detects them
 - If this happens, restart SteamVR and Fire in the OR
- Motion smoothing, applied by the Vive and Vive Pro headsets, can cause some visual artifacts during the graphically demanding parts of the app
 - These don't affect a user's ability to complete the application successfully
- There are extra shadows on the clock in the OR that make it a little hard to read
- Held objects slightly stutter as you move them
 - This doesn't affect a user's ability to complete the application successfully
- The onboarding volume check shows if you're using the original Vive, which does not have any volume adjust buttons on the headset
- You can simply ignore the volume check if you're using an original Vive headset